First I started by watching the tutorial of Unity: <https://unity3d.com/learn/tutorials/projects/roll-ball-tutorial>

That tutorial was a strong building block for the snake game. Then I started building the game step by step in the design (walls to prevent the ball form falling,).

For the snake movement and expansion, this tutorial was helpful: <https://www.youtube.com/watch?v=xz8Ga9er3_8>

I also used Paint.Net to tamper with some pictures and make them transparent.

As for the sounds and textures:

* <http://gamethemesongs.com/halo_reach_15_were_not_going_anywhere.html>
* <http://66.90.93.122/ost/batman-the-dark-knight-rises/ojlrbtopih/01-hans-zimmer-a-storm-is-coming.mp3>
* <http://www.moviesoundclips.net/movies1/darkknight/serious.mp3>
* <http://vignette2.wikia.nocookie.net/lego-dc-superheroes-new/images/d/d2/Catwoman_(2).png/revision/latest?cb=20130724054007>
* <https://s-media-cache-ak0.pinimg.com/736x/40/3b/8f/403b8f3f4eeed5389925a9fc5c0b5b2d.jpg>
* <http://vignette2.wikia.nocookie.net/lego/images/f/fa/GCIRobin.png/revision/latest?cb=20111209235447>
* <http://t04.deviantart.net/UhubYbboZxpUva1a05tJ96iKB-0=/300x200/filters:fixed_height(100,100):origin()/pre03/5983/th/pre/f/2016/246/c/c/joker_and_harley_pixel_art_animation_by_paperbald-dagdvd1.jpg>
* <http://orig02.deviantart.net/9046/f/2016/229/1/5/pixel_art_practice__mario_coin_animated_shine_by_the_alpha_gamer-daeaom3.png>